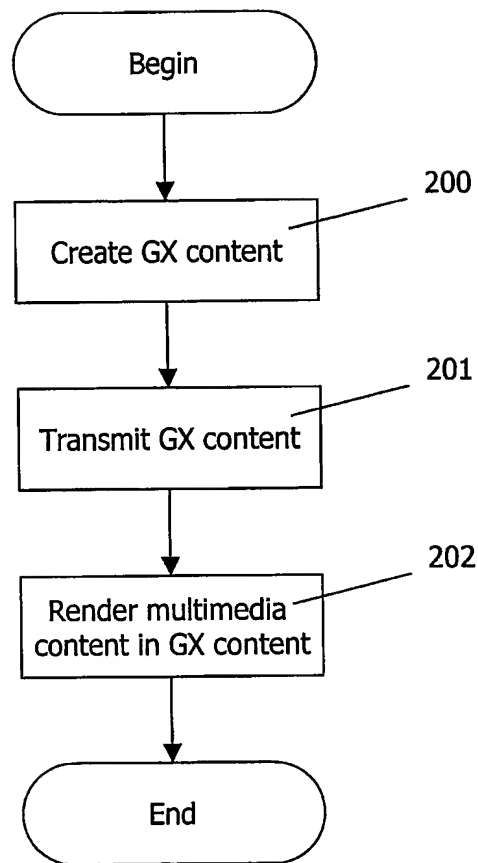
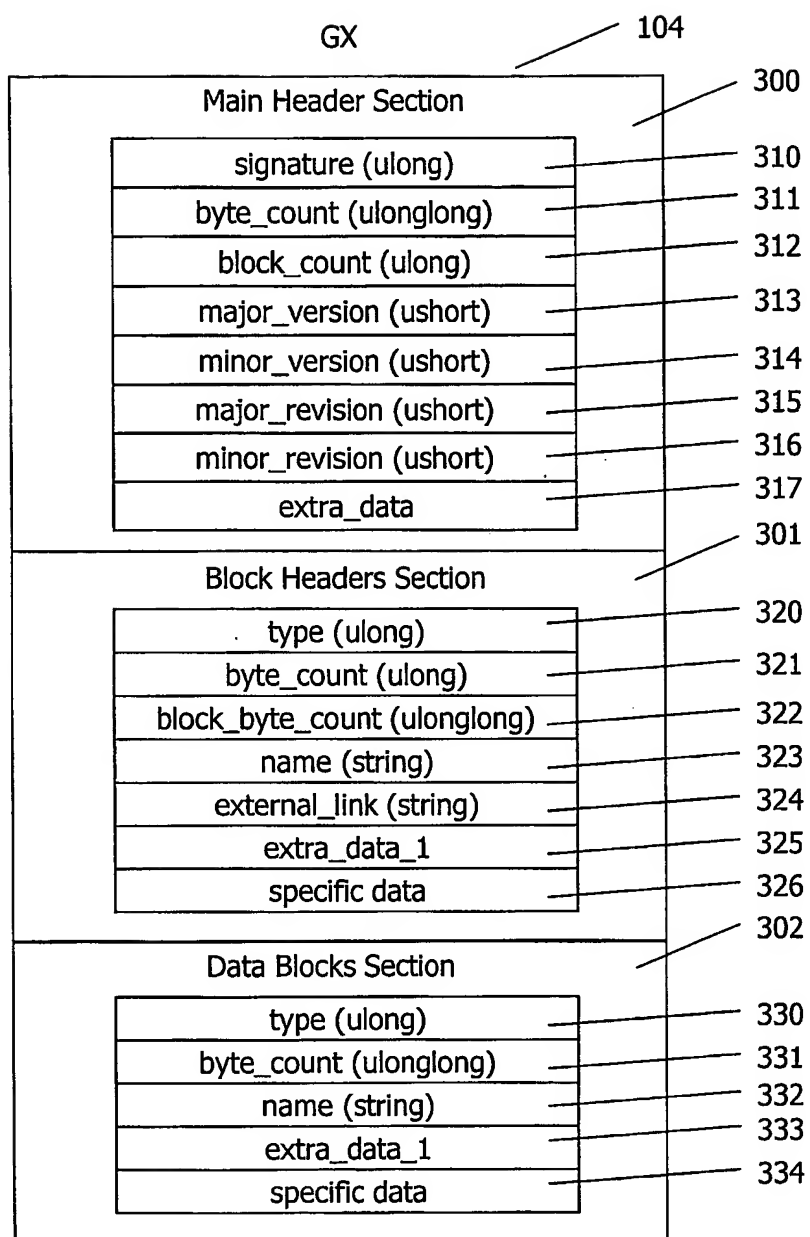
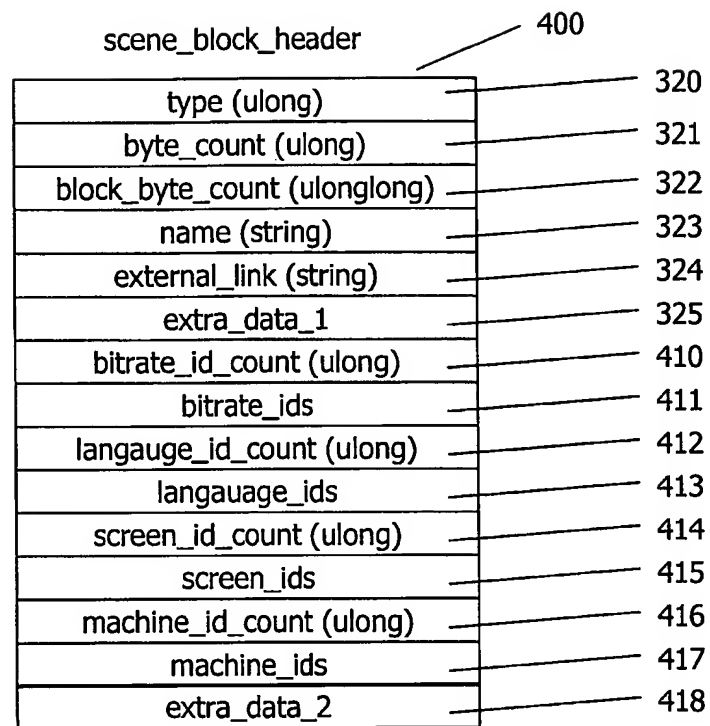
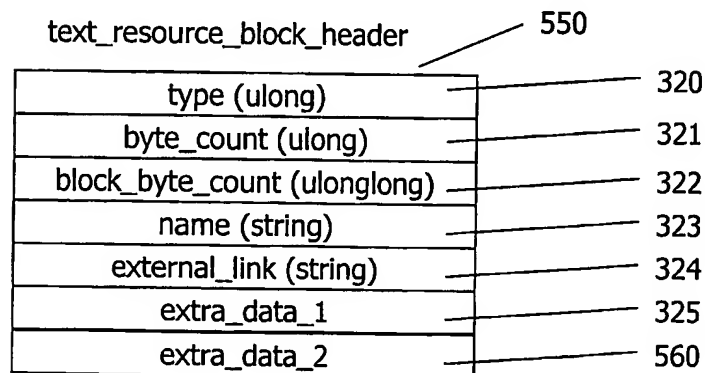
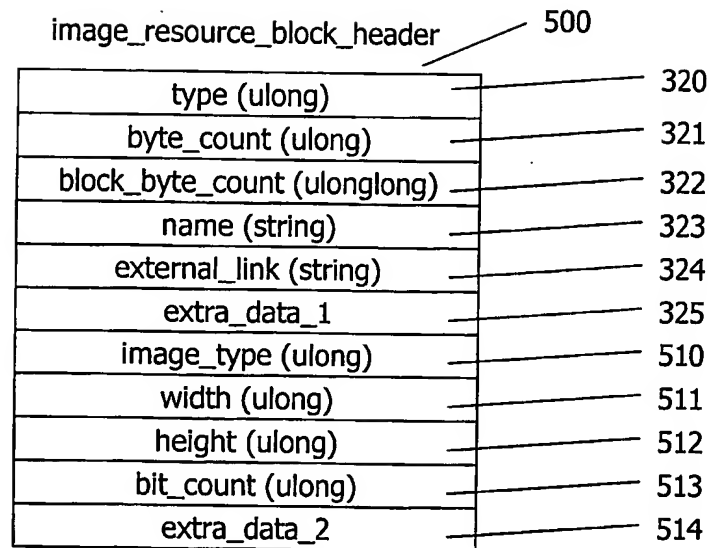


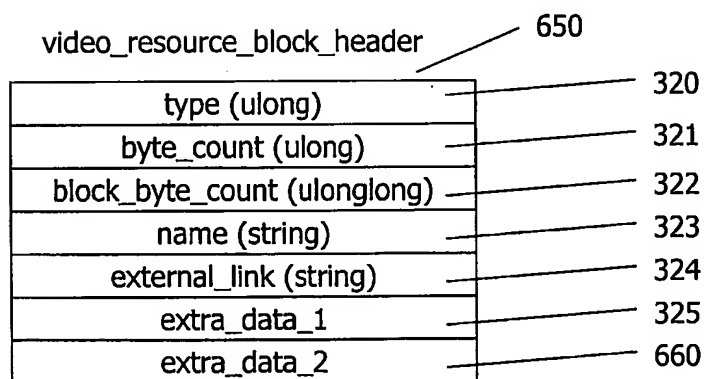
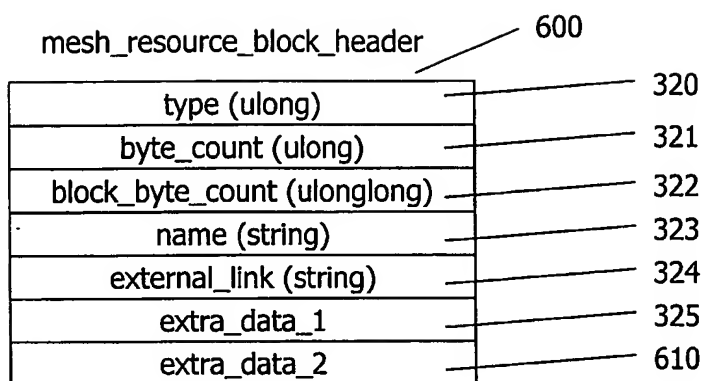
Fig. 1

**Fig. 2**

**Fig. 3**

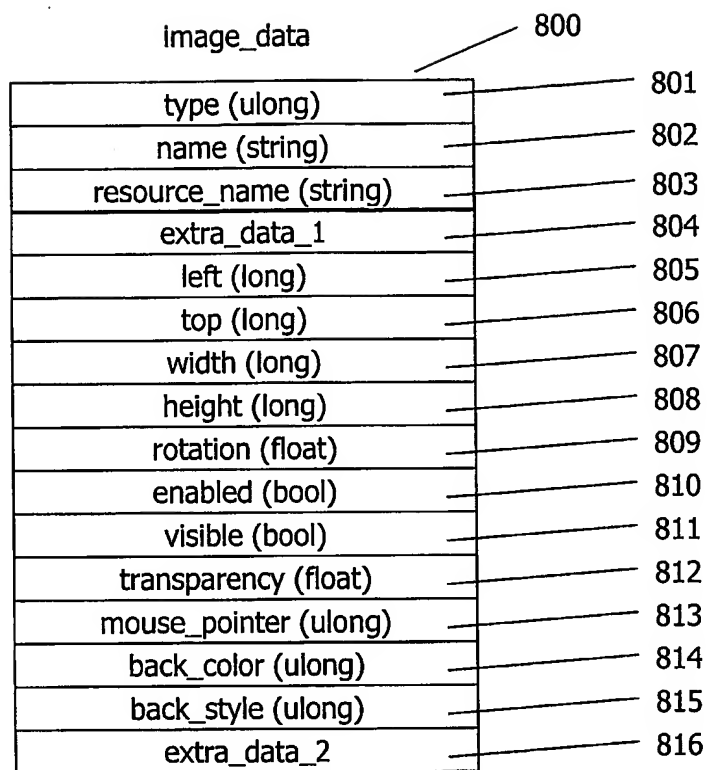
**Fig. 4**

**Fig. 5**

**Fig. 6**

scene_data_block		700
type (ulong)		330
byte_count (ulonglong)		331
name (string)		332
extra_data_1		333
bitrate_id_count (ulong)		710
bitrate_ids		711
langauge_id_count (ulong)		712
langauage_ids		713
screen_id_count (ulong)		714
screen_ids		715
machine_id_count (ulong)		716
machine_ids		717
extra_data_2		718
auto_size (ulong)		719
width (ulong)		720
height (ulong)		721
mouse_pointer (ulong)		722
back_color (ulong)		723
back_style (ulong)		724
antialias (bool)		725
quality (ulong)		726
frames_per_ksec (ulong)		727
extra_data_3		728
program_code		729
extra_data_4		730
element_count (ulong)		731
element_data		732
extra_data_5		733

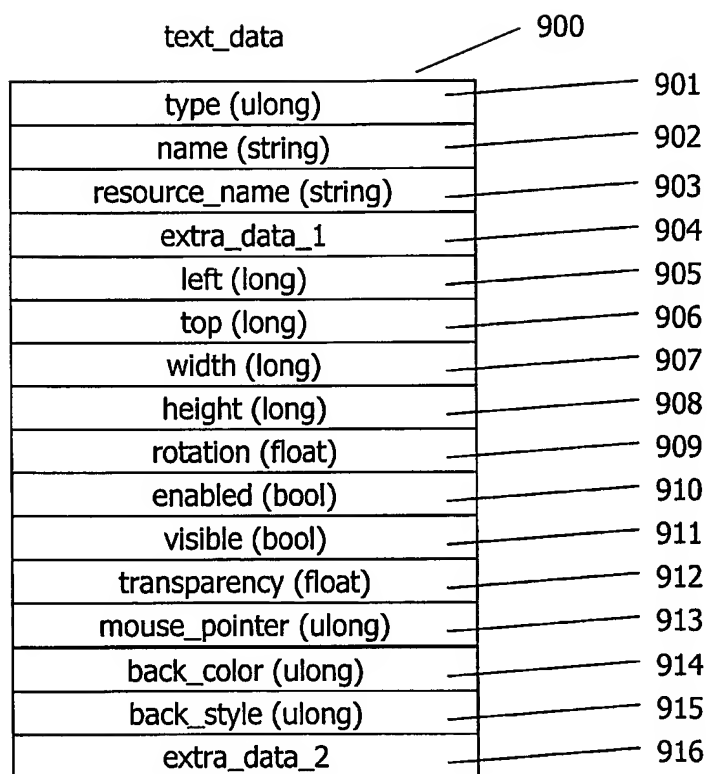
Fig. 7



The diagram shows a vertical stack of fields within a structure labeled 'image_data' (800). Each field is in a row, with its name and data type on the left, and a reference number on the right. Lines connect the reference numbers to the right side of each field row.

image_data		800
type (ulong)		801
name (string)		802
resource_name (string)		803
extra_data_1		804
left (long)		805
top (long)		806
width (long)		807
height (long)		808
rotation (float)		809
enabled (bool)		810
visible (bool)		811
transparency (float)		812
mouse_pointer (ulong)		813
back_color (ulong)		814
back_style (ulong)		815
extra_data_2		816

Fig. 8



The diagram shows a vertical stack of fields within a structure labeled 'text_data' (900). Each field is represented by a horizontal bar with its name and data type on the left, and a reference number on the right. Lines connect the reference numbers to their respective fields.

text_data	900
type (ulong)	901
name (string)	902
resource_name (string)	903
extra_data_1	904
left (long)	905
top (long)	906
width (long)	907
height (long)	908
rotation (float)	909
enabled (bool)	910
visible (bool)	911
transparency (float)	912
mouse_pointer (ulong)	913
back_color (ulong)	914
back_style (ulong)	915
extra_data_2	916

Fig. 9

mesh_data		1000
type (ulong)		1001
name (string)		1002
resource_name (string)		1003
extra_data_1		1004
left (long)		1005
top (long)		1006
width (long)		1007
height (long)		1008
rotation (float)		1009
enabled (bool)		1010
visible (bool)		1011
transparency (float)		1012
mouse_pointer (ulong)		1013
back_color (ulong)		1014
back_style (ulong)		1015
extra_data_2		1016

Fig. 10

The diagram shows a structure named `video_data` (labeled 1100) containing a list of fields. Each field is represented by a rectangular box, and its name and data type are listed inside. To the right of each box is a numerical address, connected to the box by a horizontal line. The fields and their addresses are as follows:

<code>type (ulong)</code>	1101
<code>name (string)</code>	1102
<code>resource_name (string)</code>	1103
<code>extra_data_1</code>	1104
<code>left (long)</code>	1105
<code>top (long)</code>	1106
<code>width (long)</code>	1107
<code>height (long)</code>	1108
<code>rotation (float)</code>	1109
<code>enabled (bool)</code>	1110
<code>visible (bool)</code>	1111
<code>transparency (float)</code>	1112
<code>mouse_pointer (ulong)</code>	1113
<code>back_color (ulong)</code>	1114
<code>back_style (ulong)</code>	1115
<code>extra_data_2</code>	1116

Fig. 11

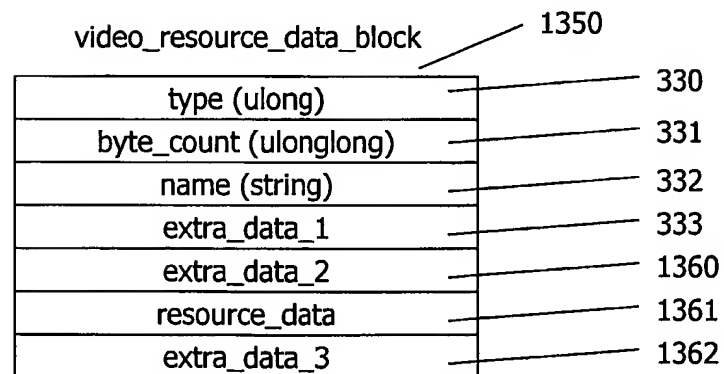
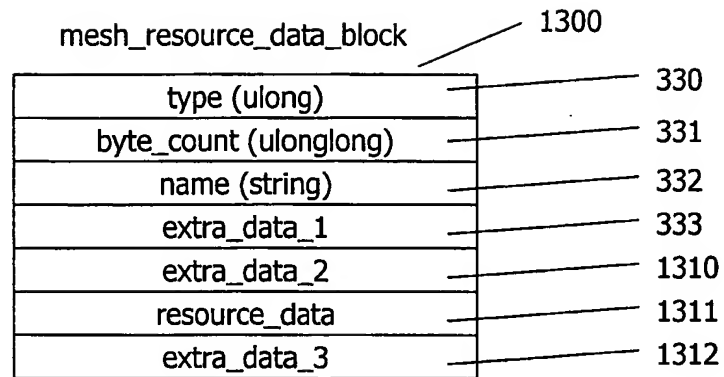
image_resource_data_block 1200

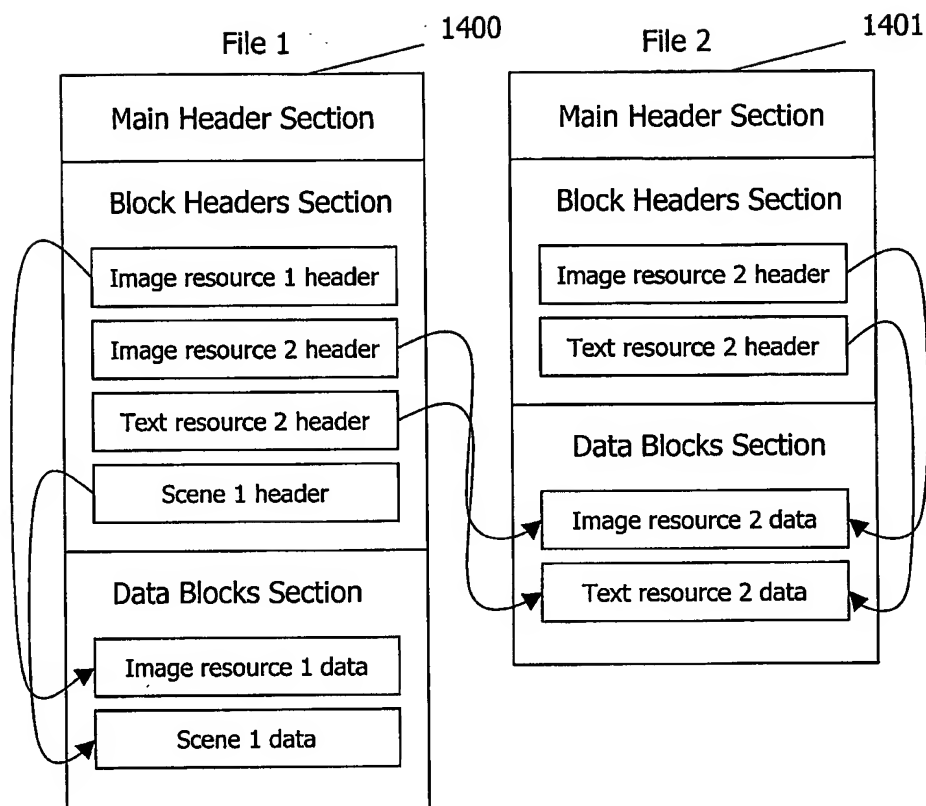
type (ulong)	330
byte_count (ulonglong)	331
name (string)	332
extra_data_1	333
image_type (ulong)	1210
width (ulong)	1211
height (ulong)	1212
bit_count (ulong)	1213
extra_data_2	1214
resource_data	1215
extra_data_3	1216

text_resource_data_block 1250

type (ulong)	330
byte_count (ulonglong)	331
name (string)	332
extra_data_1	333
extra_data_2	1260
resource_data	1261
extra_data_3	1262

Fig. 12

**Fig. 13**

**Fig. 14**